

# Design Patterns for Browsing, Sharing and Privacy

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## Abstract

Social networks, email inboxes, text messaging systems and the Internet as a whole are bursting with data. Consumers need software that enables them to browse through the data, discover items of interest, and share those items while maintaining privacy.

In this talk, we'll present design patterns for browsing, sharing and privacy. A design pattern is a reusable solution to a recurring problem in human-computer interaction. (One example is the "overview+detail" pattern, familiar to many Google Maps users, that shows where the focus area fits in the context of the broader overview.) We will illustrate each pattern with examples from recent apps, and examples from the HCI literature. Along the way, we will motivate and define user context, precise privacy controls, and the ways in which mobile interaction design is driving innovation on the desktop. Our goal is to provide app developers and researchers with a framework for future innovation.

## About the Speaker

Aneesh is an interaction designer at Cooliris, a Palo Alto startup. Cooliris is known for its 3D multimedia browser, its LiveShare social app, and its Decks publishing platform for iPad. Previously, Aneesh designed software for mobile computing and gaming at NVIDIA, worked as a product manager for rich media sharing at Microsoft, and lectured in Computer Science at the University of Wisconsin-Madison. As a graduate student, Aneesh researched biological information visualization. He can be found on the worldwide web at [www.arcball.com](http://www.arcball.com).